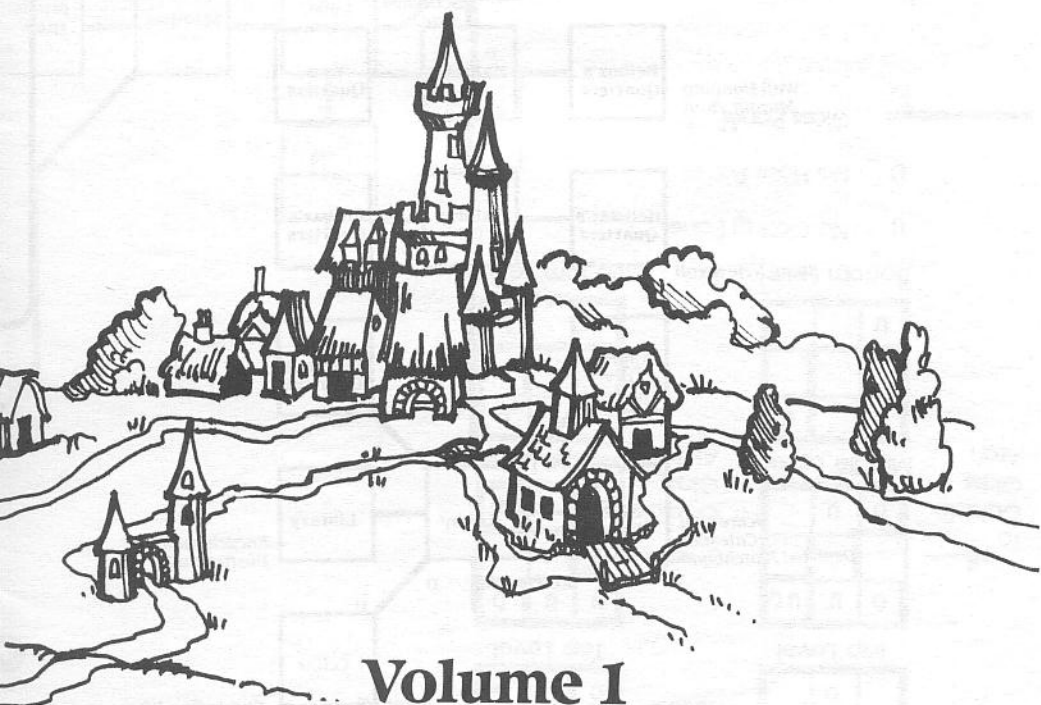


The **POPULAR**
ENCHANTING

HOME SORCERER'S HOW-TO LIBRARY



Volume I Build-Your-Own **MEDIEVAL VILLAGE**

Complete with Enchanter's Hall

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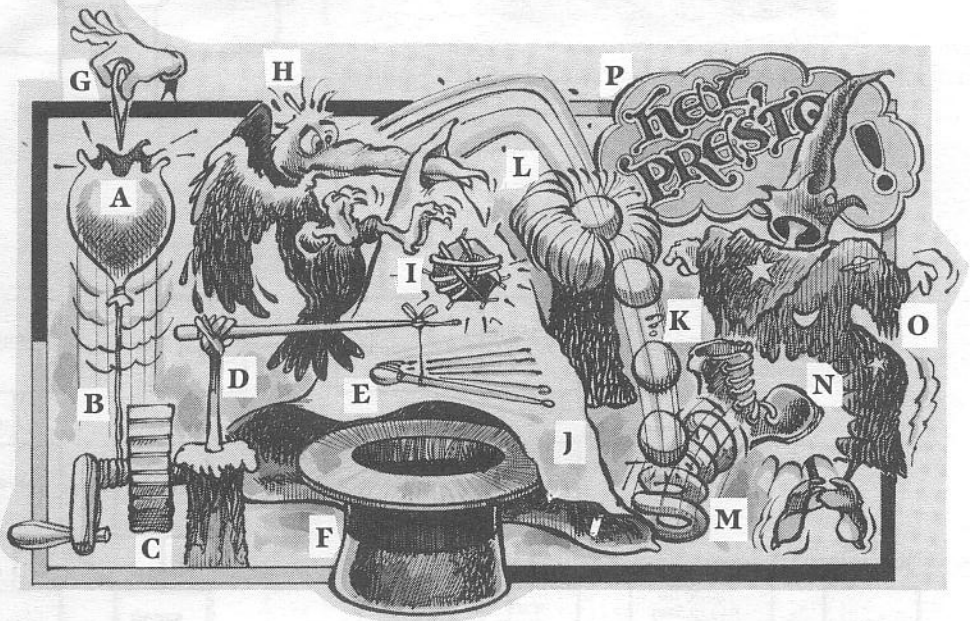
If you've ever been curious about practicing alchemy—or wished you could transform an annoying aunt into a paperweight—or if you just plain enjoy puttering around with the occult—you'll find all the "How-To Know-How" you need right here in the *Home Sorcerer's How-To Library* from Popular Enchanting Books.

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Happy conjuring!

The Editors
POPULAR ENCHANTING



Easy, Labor-Saving Magic Ritual for Build-Your-Own Medieval Village

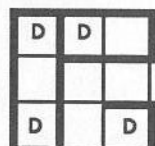
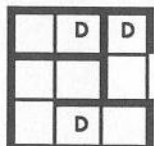
Rising Balloon (A) pulls String (B) that turns Winch (C) which swings Boom (D) so that Extra-Long Wand (E) makes three passes over ordinary Size 6579½ Top Hat (F). When Balloon bursts on Very Sharp Needle (G), explosion startles Insane Giant Magpie (H) who happens to be roosting nearby. Magpie spies and seizes Worthless Bauble (I) sewn to 13-Acre Cloth Handkerchief (J), uncovering Top Hat. Meanwhile, Tumbling Eggs (K) from Upset Nest (L) trip Heavy-Duty Spring (M), releasing Boot (N) which kicks Do-It-Yourself Home Sorcerer (O) who yelps special "Hey, Presto!" Spell (P), causing entire Build-Your-Own Medieval Village Complete With Enchanter's Hall (Q) to magically emerge from hat.

If your medieval village does not resemble the one shown in the diagram (see inside), maybe you need a new hat.

The Glass Maze

Before Panel
Rearrangement

After Panel
Rearrangement

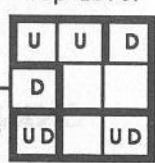


To
Hollow

To
Hollow

Top Level

Top Level

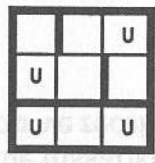
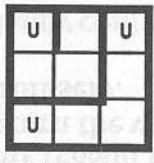


To
Outside
Glass
Arch

To
Outside
Glass
Arch

Middle Level

Middle Level



Bottom Level

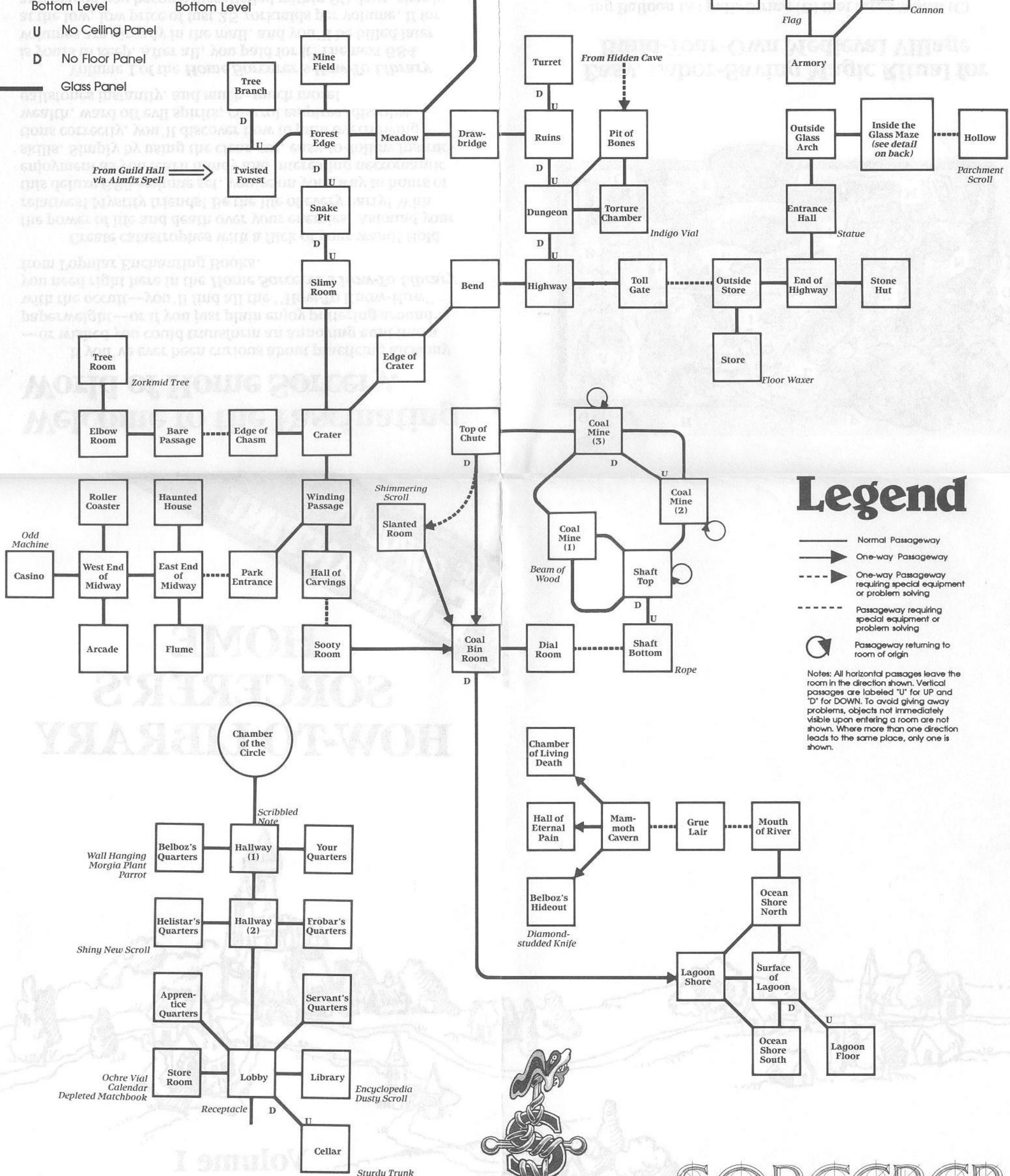
Bottom Level

U No Ceiling Panel

D No Floor Panel

Glass Panel

From Guild Hall
via Aimfiz Spell



Legend

- Normal Passageway
- One-way Passageway
- One-way Passageway requiring special equipment or problem solving
- Passageway requiring special equipment or problem solving
- Passageway returning to room of origin

Notes: All horizontal passages leave the room in the direction shown. Vertical passages are labeled 'U' for UP and 'D' for DOWN. To avoid giving away problems, objects not immediately visible upon entering a room are not shown. Where more than one direction leads to the same place, only one is shown.



SORCERER

Legend

- 1. Church
- 2. School
- 3. Post Office
- 4. Gas Station
- 5. Grocery Store
- 6. Pharmacy
- 7. Bank
- 8. Police Station
- 9. Fire Station
- 10. Hospital
- 11. Cemetery
- 12. Park
- 13. Library
- 14. Museum
- 15. Theater
- 16. Restaurant
- 17. Bar
- 18. Hotel
- 19. Motel
- 20. Campground
- 21. Beach
- 22. Lake
- 23. River
- 24. Mountain
- 25. Forest
- 26. Field
- 27. Road
- 28. Highway
- 29. Bridge
- 30. Tunnel
- 31. Ferry
- 32. Airport
- 33. Train Station
- 34. Bus Station
- 35. Port
- 36. Harbor
- 37. Pier
- 38. Dock
- 39. Wharf
- 40. Warehouse
- 41. Factory
- 42. Mill
- 43. Quarry
- 44. Mine
- 45. Power Plant
- 46. Water Treatment Plant
- 47. Sewer Treatment Plant
- 48. Landfill
- 49. Incinerator
- 50. Recycling Plant

